



INTRODUCTION

An XYX box clip is a 3D volumetric hexahedral clip, yielding essentially a “field of interest”. This clip can produce a part containing all elements lying completely within the defined box, all elements lying outside or partially outside the box, or both of these inside and outside parts. The user controls the box location in space, and any of the directions can be treated as infinite. Be aware that this clip option performs a simple inside/outside test, thus the part boundaries can be jagged.

BASIC OPERATION

1. Select the parent part

2. Click the Clip Icon

3. Select XYZ Box Tool

FileEditQueryViewToolsCaseHelp

Select Part(s) To Operate On

1-(M/C1) Computational mesh

Use ToolXYZ Box

X Infinite

Y Infinite

Z Infinite

Min

-7.5000e-01

-7.5000e-01

1.0000e+00

X Infinite

Y Infinite

Z Infinite

Max

1.7500e+00

-7.5000e-01

1.0000e+00

Create

Apply Tool Change

Tool Location...

Help...

Interactive Tool

DomainInside

4. Deselect one or more of the Infinite toggles

5. Enter a value for the X/Y/Z min or max.

6. Click Create

Note that you can modify the box planes at any time. If you modify any of the numeric values, remember to press return for the change to take effect. Consider using the detail editor if you need to modify several of the plane locations. If so, turn off Immediate Modification mode (Edit->Immediate Modification from the Detail editor), make the needed modifications, then click Apply Changes in the lower right corner of the Detail editor.

SEE ALSO

[Introduction to Part Creation](#)

Other clips:

- [How to Create Clip Lines](#)
- [How to Create Clip Planes](#)
- [How to Create Quadric Clips](#)
- [How to Create IJK Clips](#)
- [How to Create XYZ Clips.](#)

User Manual: [Clip Create/Update](#)

How To Index

User Manual

Page 1 of 1